Zorro

STRATEGY

Evil Sergeant Garcia has kidnapped a beautiful señorita and imprisoned her in his Fort. As the masked crusader Zorro, your mission is to find the girl and rescue her from his clutches.

Garcia's guards will do everything they can to slow you down. Be prepared to do battle! You'll climb ladders, explore dark passages, leap from rooftop to rooftop, bounce on improbable trampolines.

In every screen are puzzles and perils. Mapping is advisable since you travel through many screens more than once. Work back and forth, from screen to screen, finding crucial objects and clues. And don't be surprised if some objects you find seem to have magical properties!

This game is a tricky combination of action and adventure. You'll have to put on your thinking cap to get Zorro through to his lady-love!

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Datasoft®

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G-135B

REQUIREMENTS

- Apple II® Series Computer
- Compatible disk drive
- TV or video monitor
- Joystick

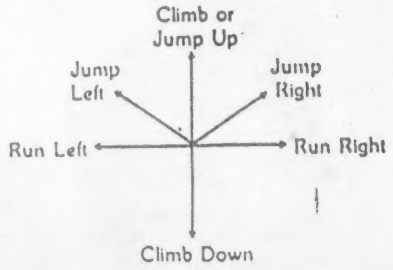
GETTING STARTED

1. Turn off computer and connect a joystick.
2. Turn on power to TV or monitor.
3. Insert ZORRO® disk into drive and close the door. Turn on computer.
4. The program loads and runs. Leave disk in the drive during play.

GAME CONTROLS AND INDICATORS

Start game by pressing the joystick button.

Joystick Control Move the joystick in the directions below to control ZORRO.



In a swordfight, push joystick toward Guard to push him off the screen or a ledge.

To defeat a Guard, press joystick button when both swords are down (forming a V).

Pause game by pressing the SPACE BAR. Press the SPACE BAR or the joystick button to resume play.

Pick Up and Drop objects by pressing the joystick fire button.

Sound Effects are turned off and on by pressing S.

Exit game and return to title page by pressing CTRL RESET.

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Information at the top of the screen shows your score, the high score, Bonus Points, and the number of Zorros in reserve (you start the game with 4).

SCORING

Defeat Guard	5
Get Object from Hotel Storage Room	200
Take Money Bag, various other things	Current Bonus

Bonus Points The game begins with 2,200 Bonus Points. The longer Zorro takes to complete a task, the lower the Bonus counter goes (it never goes below 1,000). After the first task, the Bonus counter resets to 9,900 for each remaining task.

HINTS

- Zorro can only carry one object at a time (except the nanny, which goes into a pocket).
- When Zorro picks something up, his sword is put away. He doesn't drop it.
- Check the Hotel from time to time for new objects.
- There can be as many as six different ways to leave a screen.
- It's a good idea to make a map to help keep track of Zorro's progress. Indicate on the map objects he's found and where he found them.

CREDITS

Game Programming by Rick Mirsky and James Garon
Computer Graphics by Kelly Day
Game Design by James Garon, Kelly Day, John Ludin, Roy Langston, and Terry Shakespeare
Documentation by Kathi B. Tremblay

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